

ABSTRACT OF THE DISCLOSURE

A game information storage medium is removably connected to a first game machine having a first architecture, and includes a game program for a second game machine having a second architecture, an emulator program for converting the second architecture into an architecture compatible with the first architecture, and a game selection program. When the game information storage medium is started-up on the first game machine, by executing the game selection program, the first game machine displays a game title to be selected by a player, and executes a game program of the selected game title by using the emulator program .